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ATARI ST AMIGA C64 (CASSETTE | \_4SK; AMSTRAD CPC (CASSETTE + DISK) SPECTRUM (CASSETTE + DISK)



GAME THRILLS

Start June the rude way as Fat Worm Blows A Sparky (Ester)! Alpine Games (Allantis), Kemshu (Cult), Doomskulle (Powertape)! And another helping of tips on tape with Pokemanial

### PIPE MANIA COMPO

Thenks to Empire, you could win a copy of the whizzy Pipe Manie and a blooming SAM Coupé to play it on!!

WHAM WRAPPING

Find out how the chewwy thing stuck to the cover could save you nearly \$5 on a game!

S'MAZING!

All the latest news, views and comment on the SAM Coupé front-plus, how you can buy your SAM Coupé from CRASHI

LIVE CIRCUIT

Seriously happening! Lloyd checks out the mail bag, Jelmen does something peculiar (again!), News, Compo winners, Comix and so much moral

PREVIEW

Scintilating summer scorchers coming at yet Internation 3D Tennis, Dark Century and Hostages!!

DJ NICKO'S TIPS



If Nick would stop 'testing' the WHAM bars he might just get around to presenting a barrage of tips to help you tackle the toughtes!

REVIEWS

Reviewed and retred — eli the latest on the Specty games action front with — Turricant Pipe Manial Minja Spirit AMCI Sonic Booml Cyberbail Bomberl Bloochwychl And so many morel

BACKPAGE
So lar back, It's at the frontil (Erm...
—Ed) Don't miss your chance to win a cameraand games thanks to Rainbow Artell Plusi Find out what's going flaussi txen erb ni mydb

You've always been able to read CRASH, and for the last year you've been playing CRASH and now you can EAT the blooming thing! The WHAM bar we've stuck to the cover is our gift to you — because we lurve you, or rather we know what a greedy lot you are. In fact, you've probably scoffed it already. Pigs, the lat of you. You can find out more about the delights of the WHAM bar later on in the mag—along with a really special offer to get a great game cheap! And we thought we'd go with a suitable lead game on the Powertape this month: FAT Worm! Enicy urself!

month: FAI Worm! Enjoy urself!
HAPPY BIRTHDAY!!
THE POWERTAPE IS ONE
YEAR OLD!!
AND THE NATION'S STILL PLAYING OUR GAMES!!!

# thrills

### THRILLS ON TAPE!

Where to find your brill thrills!

**FAT WORM BLOWS** ALPINE GAMES

SIBE B: KEMSHU DOOMSKULLE POKEMANIA



Check the inlay for loading Instructions

Should your tape prove faulty, send it in its box to NEWSFIELD, CRASH TAPE CLINIC JUNE (77), LUDLOW, SHROPSHIRE SYD 1JW A healthy tape will whizz back to yout

# Blows A Sparky

Wibbly worm action from

Berrrifmey! This is it! One of the highest rated games in the history of CRASH!! 95% and no mistake. it used to cost a tenner, but now it's yours for nearly nothing, and it's the completely emezing Fat Worm Blows A Sparky - oddest title ever, oddest game ever!!

t's no use hiding the fact that Fatty is the world's most dense worm. And being such, has clearly hit upon the theory that the inside of a Speccy is the place where he's least likely to be hassied by blackbirds, robins and



# Thrills

But the inside of the average Spectrum is absolutely crawling with life. Creeper bugs buzz around in Sputniks, swooping low over the main PCB. The Sputniks, if not dealt with, transform into Crawifes which try to attach themselves to Fatty. Just to add to the problems, termitelike Crawlies sometimes erupt from the surface of the PCB and chase him around! Blee! Fatty's eventual aim in life is to pass on his genes (and we're not talking 501s herel) to another generation. Considering the limited intelligence he has displayed to date, this seems a thoroughly dublous goal. To reproduce, Fatty needs to collect

50 spindles lying around on the PCB. Then he's got to find the disk drive, get all his data copied and clone himself.

The microscopic world of Fatty is a world of bewildering height and depth. What might seem a silver of silver conductor to you or me is an insurmountable obstacle to him. To get around, he has to be carefully steered up convenient ramps and slid along data buses suspended at dizzying heights above the PCB. All the various bits and blocks scattered around the place are given true perspective, so that, when they're

at the centre of the screen, they appear flat. As Fatty moves, and the object approaches the edge of screen, its sides come into view giving an impression of height not unlike flying over a Lilliputian version of New York. Fatty's fate is sealed if more than four Crawlies hitch a lift on his back, but there are handy debuggers scattered around, and by crawling into them, he can shed any Crawlles picked up. He can also light back against the Crawlies by using blaster sparkles fired horizontally straight from the nose, and by laying burper sparkles which wait until a Sputnik is flying overhead and then rise up to eliminate it. Very high-flying Sputniks are, unfortunately, immune. Burpers are also useful for changing direction, and can take out any Crawlles which happen to bump into them.

Extra sparkies are awarded for picking up spindles, and can also be picked up when zipping along the thin data buses. And mistired burper sparkles which end up lying on the PCB can be consumed and regurgitated later. Mapping is an essential feature to find Fatty's way around the immense circuit, and to help, the game has a small insert map showing some of the nearby obstacles, spindles, and a rough indication of Fatty's present position.

And if you've managed to take that lot in you'll be ready to blow a few sparkles yourself, here's how

### **FAT CONTROLS**

Control of Fatty (Wormius Enormous) is either by the keyboard (redefinable keys) or using a joystick on a Kempston Interface.



GAMES

 Winter sport action from Atlantis!

it's a funny old world, isn't it viewers? Last month we were shivering our timbers with Elite's Scuba Dive and this month we're just plain shivering with Alpine Games a set of five different winter sports!

ut with all the action and exercise Alpine Games offers there's no need to be cold again — you'll be sweating buckets by the time you've completed the five events. So, strap on your ski-goggles and get ready for the first event: Speed Skating! Use keys 1 and 2 alternately to slowly and rhythmically build up the speed of your skier. Skate as fast as

possible to reach the line inside the qualitying time. Next up is the Ski Jump, Hit the Q key when the power metre (at the bottom right-hand side of the screen) is at maximum level. As the skier lands on the bottom of the ramp, hit the A key to jump. An early or a late jump results in a fall, and we don't want that. The third event is the Skiing. Like speed skating, use keys 1 and 2 alternately to build up your speed, and ski as fast as you can to reach the finish line within the qualifying time. Exhausted yet? You will be! The penultimate event is the Bob-sted. The course is viewed from over-head and you use keys Q/up, A/down,

O/left, and P/right to steer the sled around the track. Be careful If you crash you don't qualify for a score. Finally it's the Biathlon. To advance to the targets, press the Q key each time the metre is alt maximum. Hit all the targets within the qualifying time to complete the first round of events. As you progress through Alpinie Games, each event gets harder. You lose a life every time you fail to qualify in any event and when all your lives have gone, your score and performance figures: are given together with details of any medals won. And that's it go for the gold!



# • Brain-busting puzzle action from Cult!

Kemshu is a whizzo puzzle game which at the start will have you saying things like 'Blimey, it's a mile confusing and no mistake!', but this could not be further from the truth — it's dead simple! In fact, it's so simple it's confusing! Double-blimey!

You start off with a square playing area, covered with multi-coloured blocks, and the flashing white thing is your control cursor. So far so good, eh? Now then, the colour block at the bottom of the status panel under the word Target is Your Colour. The objective is to change the colours of the playing area to Your Colour. To change a square's colour you have to surround it with four of your own colours — one at the top, one at the bottom and one on each side of it.

The rows and columns of coloured blocks can be slid vertically or horizontally by moving the cursor around the screen and then holding fire down and pushing the joystick (or appropriate key) in the direction you want to slide them. As long as the screen is completed within the time limit you move on to the next puzzle screen - don't forget to check your target colour. It may take a couple of goes to get to grips with Kemshu — but once mastered you'll love it! We were playing it for ages here; however, CRASH can accept no responsibility for anyone going a bit barmy while playing Kemshu. Okay?!

### CONTROLS

You can use a joystick, or tackie Kemshu's puzzles using keys, which are: Q/up, A/down, O/left, P/right, M/fire and H/pause.

# DOMSKULLE

 A graphical extravaganza of an arcade adventure!!

Prepare yourself for a mep attack! Yes, Doomskulle is one of those brilliant arcade adventures that is just crying out to be mapped! Well, it does feature 100 graphically brilliant screens and it's great to play! It all comes from CRASH reader Richard Cowie from Aberdeen!! Hurrah!

he Doomskulle is a welrd and wonderful...erm, thing. But, heck!, it's been shattered into four pieces and those pieces lost within the depths of a dangerous and well spooky forest. Many have tried to collect it before you, but have been killed by the legions of vicious creatures which roam the forest floors, which only resulted in scattering the four pieces further apart from each other.

However, the collection of the Doomskulle is not all that your quest involves — a magic book must be found if the curse over the forest is to be lifted! Right then, you budding Indiana Jones: enter the forest and get on with it.

Objects litter the forest, and if you think one may be of use to you pick it up (by standing on it and pressing fire) and store it for later use. When you reach the location where you think an object should be used drop it (stand still and press fire). If the object can affect something in the location, it will — If not chuck it or store it for another time. For example — to get past the giant ape drop some bananas.

Extra shots of ammunition and extra lives can be collected by running over the relevant icons. Most of the wild-life is killed off by firing at them — though you'll need a good aim, they move quickly. To fire ammo press FIRE whilst moving in the direction you want to shoot. Triffic, eh?

If you don't know the controls! Q/up, A/down, O/left, P/right and SPACE/fire. Maps and solutions to DJ Nicko's Tips ASAP!

### **FUN WITH POKES!**

Check out what Graham Turbo Mason has lined for you this cassette! Nicko tells all on page 31!







There's nowhere to hide from..."SLY SPY"
His calling card is your invitation to
dance with danger!
Experience the explosive existence of
the secret agent in this arcade
action thriller that will leave you gasping for breath!







THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!

Take this which of your torbal charged Parische gas you end your partner go in persual of divigerous channels all drivens an evil array of souped-up roadsters. Need to casely point burry? Well jost one press of your Yurko Button will o in is huny? Well 1051 or **Turko Button** well the book of your bead!





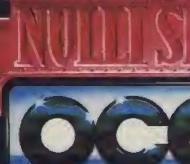
\*F-29 RETALIATOR ONLY AVAILABLE ON ATART ST & AMIGA



From the Island of Boh to Monster Island of you will ancounter Dob humself stinging insects, hideous toy creatures. Tethal combat machines rectionated assertions. methorital essentants the formulable beings of legand and felklere and finally you will enter the world of darkness and its inhabitants! Lealering all 7 Mande and darkheity reproducing the less and enternet.

of this monster areado hit







# E YOU A

# YOU ARE?! YOU COULD WIN A SAM COUPE, COPIES OF PIPE MANIA AND T-SHIRTS!!!

### DON'T GO DOWN THE DRAIN...

...Get hold of Empire's piping hot puzzle game Pipe Mania — it's the wild and wacky plumbing game that'll drive you round the bend! The object of the game is to lay down a series of pipe bits to form one continuous pipeline — but the problem is that someone's already turned on the tap, and the yucky fluid Flooz is hurtling down the pipell Can you build enough of the pipeline before the Flooz catches up with you?! If you're the lucky first prize winner in this Pipe Mania compo you'll find out soon enough as Empire are giving away a a copy of Pipe Mania, a Pipe Mania I-shirt and, heyl, a blooming SAM Coupéi Wagga waggall And for ten runners-up there's a copy of Pipe Mania and a tshirt each!

### TO WIN ...

To be in with a chance of winning you're going to have to do some plumbing — there's a *Pipe Mania* puzzle to solve! See the empty grid, with a start and finish point and rows numbered one to five? Well, it's with a start and tinish point and rows numbered one to five? Well, it's ready to have a pipe system plumbed into it — one which takes the Flooz from start to finish and goes through every square on the grid. The pipe sections have already been made up into rows (lettered A to E), but which of the pipe rows lit into the five rows on the empty grid? To get you started, it's obvious that pipe section D slots into row three because that is where the Start is. Okay, get the idea? Good — off you go. fill in the entry form with all the answers (or write them on a separate piece of paper) and send it off to us at. NEWSFIELD, PIPE MANIA COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by lune 25 or you'll end up down the derival by June 25 or you'll end up down the drain!



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PIPE SECTION A SLOTS INTO ROW: ..... PIPE SECTION B SLOTS INTO ROW: .....

PIPE SECTION C SLOTS INTO ROW: .....

PIPE SECTION D SLOTS INTO ROW: Three. PIPE SECTION E SLOTS INTO ROW: .....

AN ARALLED NUMB

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C&VG 94% C&VG HIT

"It's smashing, ace and beats the competition...immense fun, demanding for novice and expert alike, the jest sports ne for age ZZAPI 94% ZZAPI SIZZLER



Screenshots various systems



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- Remarkable new 3D real time an innon system.
- . One or two player games.
- · Four player ability levels amateur, semi-pro, pro and Ace.
- View the game from any one of ten "camera" angles -infinite on ST and Amiga,

  • Learn to play topspin and backspin balls.

  • True control over the direction of your shots.

- T.V. tennis theme tunes.
- Any-time save option.
- 64 different computer opponents, with 16 skill levels.
- 72 tournaments to play in all based on reel events with genuine court conditions and prize monies
- 4 court surfaces grass, clay, carpet and cement each affecting game play.

  • Digitised pictures (ST and Amiga)

  • Digitised voice of real Wimbledon umpire (ST and Amiga).

- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!
- C64 C64 DISK SPECTRUM AMSTRAD AMSTRAD DISK ST AMIGA •



# IT'S FAB



Lummel Strike us down to the cess-pit of the universe if CRASH isn't the most generous blooming Speccy mag around! Not only do we heap four lab games on you each month with the Powertape but now, we also give you something to gobble white knocking the hell outs allen scum! It's your delectable WHAM bar that's stuck to the cover (unless some tea-leaf has bar! It comes with the

pinched it), and it is indeed the space age fruit-flavoured chew compliments of sweet suppliers to the stars McCOWAN'S, who are based in the land of the Haggis, Scotland, and also make DESPERATE DAN, DENNIS THE MENACE, BUSTER, ROY OF THE ROVERS and TANGY bars! The WHAM bar — it's the sweet with zero amounts of artificial colours and preservatives but tons and tons of llavour! And what rot other confectionary manufacturers talk! Take that choccy bar which claims to be the only sweet you can eat

between meals without ruining

your appetite'! Rubbish! 03

Nicko can eat ten WHAMs in a row and still have enough appetite to scoff a bag of chips for lunch! And what about the ad which says 'when a snack gap hils, it fils!'. Bull! The WHAM bar fits jolly well,

thankyouverymuch measuring a perfect 140 mm x 35 mm!

There you have it! A well tasty treat that you can scoff at your convenience - don't leave home without one!



### FAMOUS WHAMS THROUGH HISTORY

WHAM!: This is what happened when the old 60s Batman gave undesirables a thick ear. The Whaml flash co-starred with other fondly remembered exclamations such as Kerpow! and Thwack! Though all one gathers from the recent movie is not to rub another man's rhubarb'. Oh dear.

WHAM!: The pop group. Oh! How they stormed the hit parade through the 80s with such melodious tunes as Wake Me Up Before You Go-Go, Wham Rap, Young Guns and many, many more. Then George Michael (the good-looking one) started singing about Careless Whispers on his own and, blami, Wham! were no more. Andrew Ridgely poppied up again a few months back with the so-called 'song' Shake which didn't guite storm the charts. (Oh

 WHAM: as in 'Wham, bam. thank you ma'm'. The phrase one says politely to the Queen after being Knighted (are you quiter sure about this one? -Ed). Oh

 WHAM: The yummy scruming chewy bar. A firm favourite wiith everyone, in fact it's so famous it's stuck to the cover of this month's CRASHI Hurrahi

MORE FOR YOU TO CHEW!!

If you've scoffed your WHAM bar your gob should now be in shape for the EXTRA FREE gift we and McCOWAN'S have lined up for you next month! Yes, stuck to next month's CRASH cover is a snazzy DESPERATE DAN BAR mighty fine orange-flavoured

chew with black sugar crystals! Don't miss out! The next issue of CRASH is on-sale JUNE 2411



# Nick, Nick look II, look it! Mine stretches farif! Nicko 'SLURP'!



# ECT FIVE WHA

It's true! Scoffing WHAM bars can save you money! And here's how: collect five WHAM wrappers (you already have one) and send them to us and we'll let you have CRASH Smash Turrican for just £5.50 or X-Out for only £5.00!| That's almost half price!!! Berlimey! Turrican is the mega-blaster from Rainbow Arts which graces this month's front cover, It's a wicked shoot 'em up as you take Turrican through many levels dealing out death to allens! Check out the full review on page 41. X-Out is another whizzy shoot em up from Rainbow Arts (reviewed in Issue 73) where you take control of a submarine battling with underwater forces. Mark Caswell said 'it's one hell of a game to get through!!'. You can't afford to miss this offer - hurry up scott four more McCOWAN'S WHAM bars, or six more if you want both games cheap, and get the order form in the post today!



### CRASH/WHAM BAR OFFER: ORDER FORM

l enclose FIVE WHAM bar wrappers as proof of purchase and the correct amount of money for:

■ £5.50 for TURRICAN (Speccy cassette)

■£5.00 for X-OUT (Speccy cassette)

Or TEN WHAM bar wrappers and the correct money for both games.

■ £10.50 for TURRICAN and X-OUT Method of payment (delete as appropriate):

- ☐ CHEQUE ☐ POSTAL ORDER ☐ ACCESS
- U VISA

CREDIT CARD NUMBER .....

EXPIRY DATE .....

Make cheques payable to CRASH Ltd. Send this form to NEWSFIELD, WHAM BAR/RAINBOW ARTS OFFER, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Do not send cash. Please allow 28 days for delivery. Enquiries: 0584 875851

Dear Newsagent Please reserve a copy of CRASH issue 78 (JULY) for me as I don't want to miss out on my FREE McCOWAN'S DESPERATE DAN chewwy bar and games tape, it's on-sale JUNE 24.

Signed	***************************************

Name .....

Address..... \*

Postcode....

Newsagents: CRASH is published by Newslield Publications and is distributed by COMAG.

# LLOYD MANGRAM'S SAM COUPÉ FORUM

Loads of letters have poured into the Sam Forum this month, many on the subject of compatibility, and four people wrote in with a helpful listing which should help improve SAM compatibility with Speccy games! So, a very big hand for Dave Wood from Cleethorpes, Ersin Mustafa from London, Colin Henderson from Blanefield and Steve Summerskill from West Yorkshire who have all provided this listing...

First you'll need to get hold

of a Speccy. On the Speccy type SAVE "48K ROM" CODE 0,16364 — this saves the Speccy ROM to tape. Then go back to the Coupé and type in the following program: 100 SAM COUPE ZX BASIC LOADER 120 CLEAR 49999: LOAD "" **CODE 65536** 130 FOR A + 50000 TO 50008 140 READ N: POKE A,N 150 NEXT A 160 CALL 50000 **190 DATA** 62,163,211,250,62,4,211,252,199 RUN this program and play your 48K ROM tape. When the ROM is loaded the screen wipes and there you have it the faithful 1982 SINCLAIR RESEARCH screen. Be warned the Coupé keyboard now

operates just like a rubber-

keyed 48K. So to LOAD type J and then SYMBOL PP. To delete type SHIFT 0. The Speccy games may play slightly faster. If you have a disk drive change line 120 to: 120 CLEAR 49999: LOAD "48K ROM" 65536,120000 And then SAVE this program to disc. Save the ROM to the address 65535,120000. If you save the program with a LINE 10 command and then reload it, it will autorun. Simple!

■ I have managed to load games published by Ocean. First, load the emulator program, and select the patch program by pressing P. Next choose OPTION 4 on the menu (it's fust like Pokemanial), then play the tape from the beginning. Using this method I have tried Batman — the Movie, Chase HQ, The Untouchables, Op Thunderbolt and Rainbow Islands and they all load! Of course, it's the 48K version which loads. Colin Chapman, Selkirk, Scotland. The feeling I get from all your Coupé letters is the same feeling I had years ago when CRASH began - the

excitement of a new machine and all the possibilities you're exploring Keep your thoughts and tips coming to: NEWSFIELD, LLOYD'S SAM FORUM, CRASH, LUDLOW,

**NEWS UPDATE** 

SHROPSHERE SY8 1JW.

It looks like Thalamus' Delta Charge (reviewed last month) was the first Speccy game ever released which actually made sure it was SAM Coupé compatible. Cool Lerm Software has announced two programs for the SAM Coupé; the SAM Assembler and the SAMape. The Assembler is designed to be easy to use, featuring a full-screen editor so you type in your machine code just like a word processor. It's also quick and lives in the bottom half of the Coupe's memory leaving you 32K for source code. The Assembler costs £8.99 and Lerm is already working on an updated The SAMIape is designed for tape

The SAMape is designed for tape to disk transfer of your fave Speccy software onto the Coupé, working effectively like a Multiface. It costs £8.99 and full details on both can be obtained from: Lerm Software, 11 Beaconsfield Close, Whitely Bay, Tyne And Weer NE25 9UW.
Special SAM Coupé software coming soon includes: Football
Director Il from Death Coupé Director II from D&H Games, Tasward the word processor; a trio of games from Players, and MGT have teamed up with US Gold and Ocean to make sure all recent releases, such as Turbo OutRunand Batman — the Movie are fully compatible. Details on all soon. Another SAM Coupé fanzine his been lounched — the latest one is called RGB Coupé and comes out every month featuring software reviews, hardware news, articles and features all about the Coupé. Information from: RGB Coupé, 12 Oakfield Avenue, Birstall, Leicester LE4 3DQ. Thanks to eager beaver readers

who have been testing games. CRASH can now present a list of even more Speccy games which are SAM Coupé compatible. From Jonathan Langford of Kings Norton, Birmingham: Boulderdash, Commando, Barborian, Starion, Cop Out, Cybernoid, Grand Prix Sim, Stunt Car Racer, Knightmare, International Karata Plus, Foxx Fights Back, Mrs PacMan, Socred Armour of Antiriad, Jack The Armour of Antinad, Jack the
Nipper, Xar, Firetrap, Sidewalk,
Draconus, Nebulus, From John F
Guthrie in Bolton: Anarchy,
Arcadia, Boscanian, Die Alien
Slime, Draughts Genius, Gregory
Lases His Clock, Guardian II, Jet
Pac, Joe Blade 1, 2 and 3, Motos,
Noglegranuscus, Ricochet Nonterroqueous, Ricochet, Scumball, Tanium, Viper III, Micronaut One, Quandam, One Man and his Droid, Ultimate Warrior, From M Bell and J Spence in Stockport: Ghouls 'n' Ghosts,
Aliens, Rainbow Islands, Dizzy III,
Project Stealth Fighter, Big hurrohs
for you three. HURRAHII
TYPE-INS

With so little Coupé specific software around we thought you'd listings sent in by Brendon
McKean. Tube draws a colourful
worm (ugh!) and Twist draws worm lugin; and lwist arows
something like a fan (not the
feetball typel). If you have a
quickle you reckon is better, why
not send it in to: NEWSFIELD, SAM
TYPE-INS, CRASH, LUDLOW,
SHROPSHIRE SYS 1.W. Remember keep the listings short!



00010 (SC\_ASSEMBLER Specially written for the SAM COUPE 00010 (SC\_ASSEMBLER Specially written for the SAM COUPE 00020 (works with 1 or 2 Disc Drives & Printer (but not Tape) 00030 (SC\_Assembler features a friendly \$4 column Editor System 00040 (designed to make entering & editing lines quick & easily 000506Bet;SBcht,De (typing this out would be reprinted as: 00050 (abel; SBC HLDE) no need for tabbing & fields 00060 (text may be entered anywhere on the screen, you can also 00070 (bring lines & blocke of lines from top & bottom of screen 00080 (with function keys (which doubles up as a number kaypad)
00090 (SC Assembler is able to store 96K of Source, but as source
00100 (is stored tokenised it can really hold 192K compared to
00110 (other Spectrum Assemblers. With all this memory available 00120 con the SAM you can store upto 10,000 source lines, that's 00130 canough to Assemble 20K of code. 00140 (Assembling code is backed up by 30 worded error messages 00150 (On "pass 1" you are provided with into on where the code 00160 (starts, ands and length of code before going onto "pass 2" 00160 (starts, once and length of code belong going once pass 2
00170 (the graphic bar on the right shows you how much memory is
00180 (left for source, which is always being constantly updated.
00190 (there is also a Disassembler and much more.
00200 (SC\_ASSEMBLER codes £10 available from:- STEVE'S SOFTWARE
00210 (Tharrow CLOSE, HISTON, CAMBRIDGE, CB4 4XX.)
00220 (Please make chaques payable to MR S.J.NUTTING

10 LET P=1: FOR X = 1 TO 2:07 STEP 3: LET P=(P+1) MOD 1:5+1 20 FOR G=1 TO 4; CIRCLE FIEN P;X, (9\*SIN(X/7)+88),X/5+G 30 NEXT G: NEXT X 10 PLOT 127,87:CSIZE 8,8 20 LET A+.9 A +0 30 FOR Z=0 TO 2226 STEP PI/2+0.1 40 LET A=A+0,5 IF A>= 15 THEN LET A=A-14 50 LET G=Q+.06 60 LET X =[86-Q]\*SIN Z+1227 70 LET Y = [86-Q]\*COS Z+887 BO DRAW TO PEN INT A; X,,Y 90 NEXT Z 100 FOR X=0 TO 114: FOR EG=0 TO 13: PALETTE G+1, (X+6) 110 NEXT G: NEXT X: GOT(O 100

MAIL ORDER

THE DISK DRIVE



The Sam Coupé

'HII SAM here. This is your chance to catch up with the letest and hollest computer around - the SAM Coupé! You can now buy your SAM Coupé straight from CRASH - a guarantee of reliable and efficient service. Three different SAM Coupé computer packs are on offer, from the basic pack right up to a SAM Coupé complete with two disk drives! And remember — you can play your favorite Spaccy games on the SAM Coupé, so there's no need to miss out on all the latest action. And soon you'll be seeing special SAM Coupé games — taking advantage of all the great new facilities the SAM has to offer! Join the gang - and get a taste of the latest in

### SAM'S COUPÉ PACK ONE SAM COUPÉ

The computer, the power pack, the manuals, the tapes and Flashi - the art program! All for £179.95

### SAM'S COUPÉ PACK TWO SAM COUPÉ WITH ONE DISK DRIVE

The computer, the disk drive, the power pack, the manuals, the tapes and Flashi — the an program! All for £249,95

### SAM'S COUPÉ PACK THREE SAM COUPÉ WITH TWO DISK DRIVES

The computer, two disk drives, the power pack, the manuals, the tapes and Flash! — the art program! All for £329.95

COUPÉ DISK DRIVE **BK MEMORY PACK** COMMUNICATIONS NTERFACE EXTERNAL DRIVE INTERFACE \$29.95

computing with the SAM

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The Cempaign For Mangram To Get A Shiny New Desk Is not doing as well as one would have hoped. The fund has raised the patry sum of £00.04p (Those Who Must Be Obeyed didn't let me keep last month's £40 prize). Four measty pence, and that's only from raiding the change pocket on the drinks machine. Any Letter of the Month bribes... erm, contributions would be most welcoma. And so, onto the forum answered from ye olde tattye desk. This month's Letter of the Month winner is Patricia Reeve from Petersfield who wins £40 worth of software! You too could be winner by penning a great letter, send your missives to: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

NYPO

THIOYONEHUBOV

D b L

### SQUASHED GRANNY

Dear Lloyd That's it, I'm fed up and going out to shoot myself in the left foot as soon as poss. Here am I, a reasonably intelligent and mature lady, who could tell you the chemical symbol for silver without looking it up, knows what 'strange' and 'charming' particles are (do you?) and never breaks the yokes of eggs. I can drive lorries, answer ten questions on 'Mastermind' and find a pair of matching socks in my son's room \_ quite a competent lady you will surely agree. Well, that was yesterday. Today I am totally deflated, squashed flatter than a bug on a bat and with zero confidence. Reason? You — or rather you and your adventure game Karyssia. Let me explain, for two (ish) years I've had a 48K Speccy.

which was given to me with a couple of games. They weren't very interesting games so I didn't bother with that side of things and got on with trying to learn how the programming worked. Well, recently two (ish) years of being poked and pushed about took it's toll and the Speccy announced its retirement, so I cast about and pretty soon found a 128+2 (yahooo!!) with quite a few games to boot. Some of them were quite good, so I started trying to win, and got hooked .... that was in February.

Two editions of CRASH later, and about 40+ games further along I hawe yet to win a single game! Karyssia Part
One is typical of my non—progress. All I managed to do there is find loinmar, pinch the mayor's goodies (not a very homest here are wel) and get lost, wandering around the woods meeting uncooperative brokers, rude bowmen, llocked doors and dangerous lakes. Then you lot show me lhow it's done on CRASH (April) and I can see how dim II've been, I guess you



need a special way of thinking, which I clearly do not possess. Yours, One squashed granny. Patricia Reeve, Petersfield GU32 2HL.

That special way of thinking is known as Being A Little On The Potty Side. This state of mind usually takes a few years of rigourous games playing to develop, though DJ Nicko achieved it in a surprisingly short amount of time. You are obviously far too clever, anyone who can find a matching pair of socks must be, so here have £40 worth of software, just a bit more games playing should help! LM

### WHERE THEY GONE?

Dear Lloyd
The reason for my writing was
to give this list of games that
were previewed between may
1989 and February 1990 and
until April have not been
reviewed.
Please explain what happened
to them. They are:
May — Outrun Europa
June — Nightbreed
August — Garfield: Winter's

Tail, Lone Wolf: The Mirror of

Death, Bloodwych
October — Vendetta,
International Drugs Bust
November — Beach Volley
December — Crossbow: The
Legend of William Tell
January — Crackdown, Snoopy
(this even has had a solution),
Darius+
February — Emlyn Hughes'
Arcade Quiz, Cyberball

Arcade Quiz, Cyberball Will they appear? Will they not? Andrew S Collier, Bolton BL3 4LG.

Right, Outrun Europa
eventually became Turbo
Outrun, Nightbreed is due for
September, Garfield we
haven't seen, Lone Wolf has
been delayed indefinitely,
Bloodwych is here, Vendetta
is 'soon', dunno about Drugs
Bust, Beach Volley was
cancelled for being a bit crap,
Crossbow \_ dunno,
Crackdown is out!, Snoopy
and Darius Plus haven't been
seen, Emiyn Hughes' Arcade
Quiz is a while off and
Cyberball is out! Satisified?
LM

### FINDING HISTORY

Dear Lloyd

Knowing how clever you are (ha ha) I need your help in locating some games. Back in 1984, May issue 4 of CRASH you had printed a guide to Spectrum games, I am trying to find out if I can still get hold of these games.

1. Inheritance by Simon Hessel 48K Spec

2. Great Britain Ltd by Simon Hessel 48K Spec

3. 1984 by Incentive 48K Spec 4. Millionaire by Incentive 48K Spec

At one time or another I have played these games, but six years

on, I don't have any of these, can you tell me, is there anywhere I can get hold of them.

Oh clever one please tell me. Martin Rollett, Leeds LS1 2HQ.

1984 and Millionaire can still be obtained from Incentive Software, Zephyr One, Calleva Park, Aldermaston, Berkshire RG7 4GW. Haven't got a clue about the other two \_ can any readers help? LM

### PRINTER PLEA

Dear Lloyd I have a Citizen 120-D dot matrix printer and a +3 Speccy. My problem is that I can't get LPRINT to work. I use the Artist II (on +3 disk) and a Kempston mouse to draw, etc. but to print a screen I have to SAVE it, reset the +3. and COPY it, with: Load "Filename" screen #: copy which doesn't print the screen very well. What interface do I need, or do I need a program? The cable I'm using at the moment is plugged straight into the back of +3, in the PRINTER socket. S Wilson, Warndon WR4 9JH.

I'm afraid I can't be of much help here, but anyone with some advice for Mr Wilson can write in... LM

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You receive all copyright. Richard J Moore (age 10), Blackburn BB2 5DX.

I get: the picture. You get: thick ear. LM

### **NOT SO CONSOLE CRAZY**

Dear Lloyd On the 25th December 1989. I received a Sega Master System with three games. The old Speccy was put away, and most of the games were sold (sniff, sniff). I enjoyed this new console, but after a while the games became boring, and I had to fork out £30 to buy a new game. Soon I grew bored of that, and became depressed. I decided to go deep into the loft, and recoverthe two year old Speccy and the few games I had. i wired it up and loaded up

R-Type: the enjoyment of games immediately came back. With only eight games I spent £1.70 on my old mag (which had changed somewhat) CRASH. Now with four new wholesome games, I played for ages. The problem now was what to do with my Sega, the loft found the

answer. The moral of this story is stuff expensive consoles. when you can have a Speccy. Simon Jones, Eastleigh SO5

Exactly \_ there's more gameplay in Speccy games than you'll ever find in a consolei LM

### **BOREDOM RELIEF**

Dear Lloyd I would like to praise you on the formula for the mag. While I was on the dole last year, it was nice to be able to buy a mag plus games for one price, not only that but four games which help relieve the boredom of staying at home with no money for anything else. Now I am back in work and can buy new games, I still support my favourite mag because of the good selection of articles, the silliness of Jetman (which has a cult following around my works) and the very helpful tips and cheats section. Far too often

other mags are too expensive

and boring, and somewhat

biased in their outlook.

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Keep up the good work, and once again I thank you on my, and many others, behalf who I know are still on the dole but can still enjoy computing thanks to yourselves. Yours forever a fan Colin Skilton, Dorking RH4 20D

Thanks, it makes it all worthwhile when you get a letter like this. And now this month, should anyone be going hungry at the mo. there's a chewy bar tool In the future we hope to be cover-mounting Range Rovers for people who can't afford British Rail's expensive fares. Oh, and I've passed your query about the game Rockfall onto Ian Collier, the author, who has coincidentally penned the next letter. LM

### **ROCKFALL 2?**

Dear Lloyd I'm writing this letter because I'm glad you liked my game Rockfall. My brother thinks it would be a good idea to have a Rockfall 2 with levels sent in by readers. Do you?

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(suggested guide lines:) a. each level to be drawn on squared paper inside a rectangle measuring 64 squares across, 32 squares down.

b. each level should be surrounded by outer walls and may contain any graphic you see in the game, but there should be exactly one main character one exit. Suggested backgrounds are i) all grass ii) black

iii) grass with a random scattering of rocks (what a lot of numbering systems!} c. I don't want to be a judge! Ian Collier, Oxford OX1 4AW.

Yes \_ why not? If you've got any ideas for a Rockfall 2 game, send them in and we'll take a look. LM

Well, that's it for this month. and what an interesting bunch of letters they are! Remember, be outrageous, controversial and intelligent if you want to win £40!



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ATTENTION: DANIEL ROBERTS of SOLIHULL and MATTHEW WEINEL of SHERBOURNE, DORSETII Could you both please drop VIv Vickress here at CRASH a line we've lost your addresses!!!!

# CAN SPEAK TO MEL CROUCHER!

 Not content with assaulting everyone with the written word Mel Croucher (he of the SAM Coupé manual, many CRASH features and all round entertainer) can now be listened to on the blower! The Mel Croucher Computer Fun Line was launched a while ago and offers information and heaps of fun on all computer things. You can listen to his deranged



ramblings by dialling 0898 299399 (cattle cost 25p per minute cheap rate and 38p per minute at all other times). A new three-minute show is on-air every week and promises heaps of fun for all the family!



A GRAND SLAM FOR

 Just in time for the World Cup (Oh no! Here we go again! -Ed) Grandslam is releasing a footy game with a licence deal fied up

with the England team. Players on select their squad from 22 different footballers such as John Barnes or Bryan Robson, and take the team through to win the World Cup - just like England will in a couple of months (Hem, hem).

# GAMING FOR

 There's an exciting event happening in Hull on the weekend of June 30 and July 1 it's the Compute For Charity exhibition. Everyone from retailers to the big software houses such as Ocean will be there, and competitions from US Gold and Psygnosis are planned tool The objective is to raise money not only for the BBC's Children in Need appeal but also for a donation towards the Portobello Scout Group mini-bus appeal, and to provide a computer for Kingston Special Needs Scout Group, Compute For Charity admission prices are £1 for adults, 50p for children and Blue Peter badge holders get in freel Doors open at 10am both days, so if you're in Hull that weekend the place to be is: The Portobello Hall, The Broadway, Holderness Road, Hull.

# BARGAIN HUNTING

 The last two All Format Computer Fairs have been so popular that yet another is planned!! On the weekend of June 9 and 10 the doors of the New Hall of the Royal Horticultural Society, Greycoat and Elverton Streets, Westminster, London fly open at 10am allowing bargain hunters in to a computer paradise (as long as they've paid the £3 admission fee).

# MENZIES GET SAM COUPE

 If you haven't already got your SAM Coupé you can now run along to your local Menzies and check it out. Menzies, convinced that there will be high sales of the Coupé, have decided to support it while chucking the Atari ST and Speccy (IIII) out. Awww, the rotters!



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### FORGOTTEN AGAIN!

 Following Dark Century (see previews) Titus' next project on the Spectrum will be Fire And Forget II. As the driver of an all powerful combat vehicle you chase and blow the socks off a vicious gang of terrorists. But this isn't any old vehicle you've got your hands on, because with a flip of a switch you take to the air and fly around. This all sounds great fun, expect a preview very šoon.

## BUILDING LARKS, AHOY!

 Ever fancled building your own town or city, well very soon you'll be able to do just that! Infogrames' Sim City Is coming to the Speccy. You become a Mayor/City Planner who must keep all of the people happy all of the time, and so builds plenty of houses, recreational areas and parks, but must keep crime

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TRONAL SOFTWARE

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IN BURNOLE (4-7's)

n School package includes 8 challenging

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and pollution down. But if the population isn't already restless enough, Mother Nature occasionally takes a hand with earthquakes, tidal waves and various other natural disasters. If you fancy yourself as a bit of a dab hand at the DIY building game watch out for Sim City from infogrames very soon.

### ARCADE SNIPPETS

 US Gold have signed up Capcom's UN Squadron, the one or two player horizontally scrolling shoot-'em-up battle against crime cartel Project 4.



Pick a character out of three, pilot a craft out of three, then destroy the heavily defended basel Heavy, man...

Activision are busy bees too: hot on the heels of Ninja Spirit, Dragon Breed and R-Type II comes Atomic Robo Kid. Based on the Irem coin-op, it gets you playing a small robotic here who must survive wave after wave of robophobic creatures. Where's the spirit of clasnost?

Mark Caswell unearths more strippy delights...

The Spectacular Spider-Man Marvel, 70p Monthly

From bats to creepy crawlies this month! Everyone's favourite web slinger. Mr Parker, It's amazing, the amount of comics available: Spectacular Spider-Man. Amazing Spider-Man, Web Of Spider-Man and Marvel Tales

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Movie Robocop 2 is in production, and in the meantime the further adventures of the No1 cop of the future are here. OCP's dream city is almost complete and Old Detroit is demolished to make way for Delta City. While the skyline changes one thing remains the same: half a ton of titanium steel with a human brain and computer-fast reactions patrols the streets. Robocop is after Cybex, cybernetic genius designer of Delta City, now insane. Robocop isn't the only one who wants Cybex mysterious Darkstone has brainwashed an assassin-for-hire and sent him to Cybex's lair. Problems for both Robocop and the assassin appear in the shape of cybemetic apes. One huge specimen captures Cop and well read it yourself! The comic brilliantly captures the grim and brooding atmosphere of Old Detroit -- I just hope the second cinematic outing is as good. Script writer Alan Grant of 2000 AD fame, along with Lee Sullivan and Kim DeMulder, has come up with a winner.

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### **MISCELLANEOUS**

The final ad for "G.P. Riders" - 100% The man ad for "4.P. Hiders - 100% menu driven strategy + free screen gallery! Still available: "Knockout" - 1 or 2 player boxing sim + strategy; "Spi-Drokt - addictive "Spindizzy" clone: 52.99 each, any 2; 64.99. All 3; 66.99 (easselte). Coming soon: GTI Simulator: V. Vity, (CR 77), 11 Willow Gr., Bare, Bare.

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Sorry, folks, CRASH is discontinuing its Classified Section. In an effort to back ELSPA, the European Leisure Software Publishers' Association, and FAST, Foderation Against Software Theh, in their very worthwhile flight against software piracy (griff), NEWSFIELD has regrettably decided that too many ads which are potentially peddling pirated tapes are getting onto the pages of your tave

mag. It's difficult for us to sately judge the honest intentions of an ed, and while we know 99% of CRASH readers are nice anti-piracy kids and don't want to hurt their feelings, wa're sure you'd all agree to the motto better sate than sorry. We all went the software industry to continue giving us the great product we enjoy now, and piracy Ihrealans its existence!

Small software houses and other legitimate businesses, who have up to now made use of the classifieds are invited to ring Neil and Sarah on 0564 875651 to find out how tittle a small ad in CRASH can cost. Make that call, do business!

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# PREVIEWS





### INTERNATIONAL 3D TENNIS

The programming team with the silly name, Sensible Software are putting the finishing touches to a new tensis game called *International 3D Touris*, with a release from Palace any moment now.

Look at the screenshot and you think the game verges slightly towards the primitive "Weran") little matchitick men graphics left behind on the ark?", you wonder But not

# WIMBLEDON FORTNIGHT, AHOY!!



here at this very moment. Lets ask than why they above to use vectors rether than spirites. It's a lot easier than using sprites—the terms court can be viewed from any perspective, absolutely any—there are infinite views of the court and so the players change perspective and angles in relation to the court it would be impossible to another and enough sprites—and basides, there are 69 frames of animation. You can play against a friend or the computing and there are four skill levels to choose from amuleur, some professional, professional and are international 3D fencis takes you to 72 tournaments in all and you'll be playing on different surfaces including clay, coment, grass-and, erm, carpet Pass the strawbernies and cream, somebody

### These are no ordinary matchstick men, these are completely skill vector graphics which move accurately. Seeing as how Chris and Jops of Sensible Software are

# THALAMUS GO INTO TOP GEAR

# • Q8 TEAM FORD RALLY SIM

Get reacly to jump into the hot soul of a speedy rally car as Thalamus announce a stanker of a new action driving game — The OB Touri Ford Kally Simulation. The game gives you the chance to get behind the steering wheel of a Ford Sierra RS Cosworth and tackle three tough terrains in a bid to become a rally champion. Rully promises 3D lilled vector graphics [like Hard Drivin] which whize along!

Vrocean!! The Ford Cosworth car you'll be driving in Thalamos' rally game!?





### HOSTAGES

Sunday mornings are usually pretty boring but in Hostages, the lates! Specicy arcade adventure from Infogrames, one particular Sunday is pretty eventful. A bunch of terrorists have kunched an assault on the Paris Embassy and are holding five people hostoge. As

# MAKE WAY FOR CAP'N **CAVENDISH!!**

Coptain Covendish, head of the Intervention Group of the State squad in and rescue the hostages. Six members of the IGSPF (three marksmen and three climbers) are pushavar fill those terrorists full of load whilst making sum the hostages don't get in the firing line.





# TANK BATTLES

### DARK CENTURY

riotous tank based shoot fem up Dark Century The action is set in Titus is on the verge of releasing the the far future, on the Sideral Prison





Planet. Four of the roughest, loughest villains are attempting an escape Your mission, codenamed Survival Edge, is to neutralisa the tanks they have pinched and recapture the villains before they take their leave of the prison planet. One lonely fighter against an army of tanks and four crooks is not a very good proposition: get together a crack commando squad and

prepare to lead your men in the attack. Dark Century should be on the streets by the time you read this.

Looks like action all the way! Loads more previews next munf...

# THE ULTIMATE GRAPHICS PACKAGE... SPECIAL **OFFER** PACKI

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- om In to add detail in fine made.

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- sughport allows for other add-us
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# PLAYING TIPS

Oh deary, deary, me. I don't seem to be having much luck in the way of cars lately. So far I'd crunched my front wing by backing into an invisible boffard, and now I've had an accident with a BMW of all things, a real CRASH SMASH! Ho ho! Don't try this at home kids, it works out quite expensive! Never mind, no one was hurl and cars can be fixed (just!)

hurt and cars can be fixed (just!).
There are plenty of tips this month to keep you on your toes. For all strategy fans who think they're hard done by in the tips and POKEs department I have hundreds (well almost) of multiface POKEs that transform Laser Squad and Ancient Battles into something quite different. There are also tips on Strider and picturesque maps of Dan Dare III and Garfield - Winters Tail. And don't forget to check out the crucial Pokemania on the cover cassette for all your pulsating POKEs.



### YOUR STRATEGY SOLUTIONS

I know that all you strategy tens out there think you're not catered for too well these days. You never get any POKEs or tips on your favourite games — but now that's all set to change!

Laser Squad and Ancient

Battles are two of the most popular strategy games of the moment, well in Wayne Smith's eyes anyway. If you have a Multilace these POKEs from Wayne are what you're looking for.

Laser Squad (N=Number from 0-255) First man start address is 54178,127 54180,N + 54181,N + 54202,N = Movement Pts (N must be equal) 54182,N + 54183,N = Constitution (N must be equal) 54184,N + 54185,N = Stamina (N must be equal) 54186.N = Armour front 54187,N = Armour left 54188,N = Armour back 54189,N = Armour right 54190,N = Weight (0 is best) 54191,N = Skill

54192.N = Close combat 54193.N = Strength 54194.N = Agillty

NOTES: 1. If you increase the number of AP's you have, it's more expensive for shots. So it's not really worth it. 2. Don't buy armour at the beginning, save your credits for weapons and ammo and use the POKEs. Second man start address is 54218,127 Third man start address is 54258,127 Fourth man start address is 54298,127 Fifth man start address is 54338,127 Sixth man start address is 54378,127 Sevenih man start address is 54418,127 Eighth man start address is 54458,127 It doesn't matter which scenario you play, the addresses are around the same place, you just get more or tess men. Ancient Battles These POKEs are for the Assyrians (late empire). 46318,15 = Plate shield bard

46321,31 = Dis drilled wild Guard Charlots

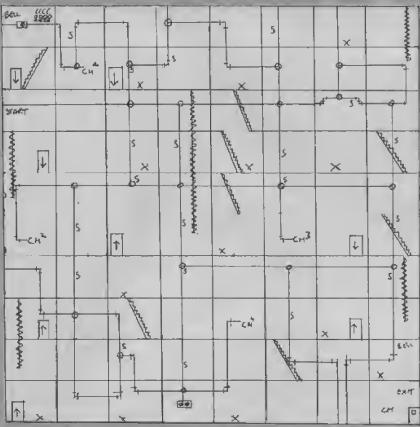
46374,10 = Morale 46375,N = Fighting ability 46376,31 = Dis drilled wife 46378 N = Skill with weapn 46379,N = Percentage arred **Guard Cavalry** 46428,15 = Plate shield bird 46427,5 = Turns them to ICL 46429,10 = Morale 46430.N = Fighting ability 46431,31 = Dis drilled witc 46433,N = Skill with weapon 46434.N = Percentage arried **Guard Infantry** 46461,7 = Plate shield 46462,10 = Morale 46463,N = Fighting ability 46464,31 = Dis drilled wik 46466.N = Skill with weapon 46467,N = Percentage arried Chariots 46548,10 = Morale 46449,N = Fighting ability 46550,31 = Dis drilled wik 46552,N = Weapon skill 46553,N = Percentage armed Cavalry 46659,5 = HCL 46660,15 = Plate shield bard 46661,10 = Morale 46662,N = Fighting ability 46663,31 = Dis drilled wild 46665,N = Weapon skill 46666,N = Percentage armed Regular Infantry 46723,7 = Plate shield 46724,10 = Morale 46725,N = Fighting ability 46726,31 = Dis drilled wild 46728,N = Weapon skill 46729,N = Percentage armed Regular Archers 46792,7 = Plate shield 46793,10 = Morale 46794,N = Fighting ability 46795,31 = Dis drilled wild 46797,N = Weapon skill 46798,N = Percentage armed **Hegular Slingers** 46824,7 ≈ Plate shield 46825,10 = Morale 46826,N = Ability 46827,31 = Dis drilled wildl 46829,N = Skill 46830,N = Percentage armed Conscript Intentry Spaarmen -46909,7 = Plate shield 46910,10 = Morale 46911, N = Ability 46912,31 = Dis drilled wild 46914,N = Skill 46915,N = Percentage armed Archers -46975,7 = Plate shield 46976,10 = Morale 46977,N = Ability 46978,13 = Dis drilled wildd 46980,N = Skill 46981.N = Percentage arnmed Dikut Mati 47023,7 = Plate Shield 47024,10 = Morale 47025,N = Ability 47026,31 = Dis drilled wildd

47028,N = Skill 47029,N = Percentage armed Syrian Spearmen 47055,7 = Plate shield 47056,10 = Morale 47057,N = Ability 47058.31 = Dis drilled wild 47059, A = Weapon (A - 1=Bow, 2=Javelin, 3=Mix, 4=Sling) 47060,N = Skill 47061,N = Percentage armed = Syrian spearmen are not armed, so this poke lets you select a weapon for them. Armean Archers 47095,7 = Plate Shield 47096,10 = Morale 47097,N = Ability 47098.31 = Dis dilled wild 47100,N = Skill 47101,N = Percentage armed Cythlens 134,15 = Plate shield bard 47135,10 = Morale 47136,N = Ability 47137,31 = Dis drilled wild 47139,N = Skill 47140,N = Percentage armed To change regular Hi to Sp then POKE 46722,6. To increase strength of regular Hi then POKE 46730,200, this gives you 16 units of 2,000 men.

### GARFIELD -WINTER'S TAIL

The fat lasagne eater, who drives you mad when you see him stuck to someone's car window, is back. Those of you who could get past level one of this groovy game could probably do with a few lips on what to do. The chocolate factory level has been tipped and mapped by M. Tollett of Wolvercole, Oxford. Right, down pole, left, left, switch left, right, right, right, right, right, right, up escalator, left, left, switch down, laft, up escalator, right, switch down, right, right, up escalator, left, left, left, up escalator, left, switch right, left, switch right, left, left, up escalator, right, switch right, chicken laying eggs, switch up, right, right, right, right, switch down, right, right, down pole, left, left, left, left, left, left, two lights on in control room, right, right, switch down, take lift down, right, right, right, right, lift down, laft, left, left, left, left, left, lilt up, right, right, switch down, left, left, down pole, right, right, switch left, right, down pole, left, left, left, chicken laying eggs, right, switch down, right, right, right, right, right, lift down, left, left, left, left, left, left, down pole. right, right, switch right, right, switch right, right, right, up

escalator, left, left, left, up escalator, left, switch right, right, right, right, chicken laying eggs, right, right, right, down pole, left, up lift, left, left, left, up lift, left, left, four lights on in control room, take lift down, go right to the exit!



# CASTLE MASTER

No complete solution or map for this new Freescape game yet, but here are a few tips from Martin Lloyd of Wirral to keep

you going.

1. In the wilderness use a stone and fire it at the box to the left of the drawbridge, then go into the castle. (An alternative to this is to let the drawbridge down, stand on the edge and fire at the box again: you'll be catapulted over the castle wall and onto the roof of the church! - Nick).

2. When in the court yard, shoot the flag on the end of the long flag pole. The screen flashes and a little line on the ceiling appears. Shoot that - it's a spirit. It disappears and everything stops flashing.

3. Walk up to the well and examine it. You'll get the key for the wizard's hut which is in the

wilderness, by the castle.

4. Still In the courtyard there are some stables, walk behind them and there's a secret door. 5. When in the hot baths, shoot

the black bit which is floating on the water; the screen stops flashing. Now walk up to the box by the door and examine the white handle, it'll drain the water from the pool and a passage underneath the diving board appears!

When in the great hall examine the lire place and find a message. 7. In the kitchen, walk into the fire place and find yourself be in the larder (loadsefood).

### DIZZY 3 COINS

I've had letter after letter moaning that my map of this classic Dizzy game hasn't got ail 30 gold coins on it. I KNOWI Old Dalsy isn't too pleased either as she demands that you find all 30 before you can

complete the gems. So here, especially for all you monners is a description of the position of every coin from Stephen Belcher (excuse me!) from Reading. Seven in the castle

- 1. By the portcullis 2. Entrance hall - in the top right hand corner, behind the second railing.
- East wing.
   West wing.
- 5. The mantiepiece above Denzil's head.
- 6. Castle staircase.
- Starting place this can only be found after the troll in the deserted mine has been seen. Four in the east
- 8. By the Dizzy Hawk, the guard house.
- 9. In between the two crates on the docks and pler.
- On the crafty cloud above the four way warehouse, jump right onto the roof and then jump left. 11. Jump down between the green and the purple crate into

the amazing illusion screen. Nine in the tree house

- 12. To the right of the bottomless well, behind the leaves.
- 13. Next to the railing, by the lift control.
- 14. Base of tree house.15. The right window of Dalsy's
- 16. Behind some railing in Denzil's pad.
- 17. Below the meeting hall. 18. Stay on the same platform as
- above but go right to the end of it. Jump left onto the long jump cloud
- 19. In front of Daisy's parents'
- 20. Behind a piece of railing by the bottomiess well. Eight In the west
- 21. On a cloud in the complex cloud route.
- 22. On a cloud near the volcano

23. On a cloud in more 'orrible

24. On the top of the active volcano.

25. Behind some leaves in the large oak tree.

26. In the deserted mine. 27. In the dragon's tair (wrong

28. Underneath the table in

Daisy's prison.
Two in the strange world 29. In the church.

30, in the market square.

### KARYSSIA (PART THREE)

Have you been following the solutions to the Karyssia games from the Powertape? If you have you'll be wanting to know the solution to the final part on

last month's cover. I'll keep you | gate (the gate has a brass lock), in suspense no longer, here it

Passcode to part three: LOXA Wait, swallow pearl (the only way to retain possession of the pearl when the guards arrive), wait, wait, wait, wait, say Arona Corala (if this is sald before now, your disappearance will be noticed and you'll be killed in the dungeon), w, n, n, a, get curse, s, u, u, cast curse, e, n, get lear, s, w, d, d, w, cast fear, kill gaoler, get copper key, e, u, u, e, s, w, gat bow, e, unlock gate (examining the gate will reveal it has a copper lock), open gate, s, kill guard, w. w, w, w, n, w, w, get levitation (the stores are inaccessible), e. e. s, wakes up if you do anything here), u, u, get arrow, get brass key, d, n, shoot guard (the only way past the guard), n, n, unlock

open gate, n. e. e. e. pull rope (this obviously rings the alarm bell; guards from the ground level will now go to the counyard), cast levitation, pull lever (this traps the guards in the courtyard). E, e, e (the guards in this passage are not here now), get doubleswords (your status should now be outstanding and energetic), w, w, w, n, e, n, n, n, e, u (mere would be a guard here had the ball not rung), w, s, get silver key, n, e, d, w, s, s, w, n, u (there would normally be a guard here), s, w, n (reading the books will provide valuable clues: Ihat Karyssia lights with magic swords - obviously the swords of the Starlighters - and that the Star Pendant is probably connected with these. The Book on Cabalism tells you that the Star Pendant was a cabalistic amulet but the spell has been lost. Remember the spell on the pentagram in part two...?), unlock door, open door, e, get skill, cast skill, get pendant, get diemond key, w, s, w, w (the other stairway is just as sultable), s, e, n, get Invisibility spell, get bless spell (the illusion spell is a red herring), s, e, n, cast invisibility (the other six elite guards will not be fooled by this spell), w, n, kill Wyvern (this can only be done a: if your status is at its maximum and b: before it is fully grown), cast bless spell, smash orb, n, examine diamond key, door, Enxara Aloxia (the key indirectly opens the door), n, throw knife (else she will shoot and kill you), cast levitation (the only way out of the flames; you must have the floatstone at this point), Karyssia Astera Ordania (this is the cabalistic spell which affects the glowing swords. NB. Swords Astara Ordania is also available), kill Karyssia (at last you get a hand-to-hand fight, which you will win it you are a

# STRIDER

I loved this game in the arcade. Well, I loved it at last year's PC Show arcade anyway because it was free! Here are pictures of all the nasty things you encounter in the game and a few tips to help you bash them! These are from lan Turner of Goostrey.



**GUARDS - ALL LEVELS - EASY** TO KILL



FLYING GUARDS - ALL LEVELS - EASY



**HUSCLE MAN - LEVEL 1 - NOT** SO EASY



**CEILING OF FIRE - LEVEL 1 -**EASY



POLITBUREAU SNAKE - LEVEL 1 - HARD



**GUN EMPLACEMENTS - LEVEL** 1 - HARD



LASER POD - LEVEL 1 - EASY



**WEAPON CANNISTER - ALL** LEVELS - EASY



**ROBOT WOLF - LEVEL 2 -**EASY



**ROBOT GORILLA - LEVELS 2 &** 5 - EASY ON LEVEL 2, WELL 'ARD ON LEVEL 5



PARACHUTE BOMBS - LEVEL 2 EASY



**BALLET DANCERS - LEVEL 2 -**EASY



AMAZON WOMAN - LEVEL 3 -



WATER - LEVEL 3 - EASY



PIRANHA FISH - LEVEL 3 -MEDIUM TO HARD



**AUTOMATED TRICERITOPS -**LEVEL 3 - HARD



**GUN TURRET - LEVEL 4 - EASY** 



**LARGE SATELLITE - LEVELS 4** & 5 - NOT SO EASY



SICKLE MAN - LEVEL 4 - HARD



FLOATING GUN - LEVELS 4 & 5 - EASY

### BLOODWYCH

master of combat and energetic).

Just a few tipetts for this game. I had a bit of trouble with it myself, but that was probably because it wouldn't load! This should solve a few of your problems with It.

1. When recrulting try to get two warriors and two wizards.

2. Never attack other champions as this is a waste of time and food since they won't attack you. Instead, follow the tip of recruit: rob and dismiss.

3. Food is essential later on in the game. So conserve it by eating as little as possible. Try to keep you

food level at half full or less. 4. Any monsters you can communicate with will either help or trade with you. Warriors are generally better communicators than the wizards. Never try communicating with a group of monsters, monsters with more than two legs, monsters with no legs — or girls (common sense really!).

5. Rather than buying cheap spells, try saving up and getting . the more expensive ones, they're essential on later levels.

When you open the first door or the serpent level you'll find that the second door is locked. None of your keys will open the door, but make a note of the three green pads. Move over all three and then leave a champion on one of them, sit on the second pad yourself. Now click on the door and it should open.

7. Here's a list of useful spells,..green: paralyse, good for the price; compass; one you will definitely need; warpower; gives you the strength of ten; formwell: bullds a wall for you; yellow:

antimage, alchemy and spelltap, useful against heavy magic users; summon; calls up a monster to fight for you; vivify: kills your 🔍 enemies; disrupt; another spell to kill your enemies; red; fireballs, lirepath and blaze; blue: conceal and vanish.

Certain spells like the summon and firepath can't be used on the enemy directly, they have to be laid as traps. Never face the monsters you summon as they'll attack you.

9. When you find the stairs leading down from the maze you'll automatically be turned back on the sixth and seventh step. When you get there, turn round and face. the opposite direction.

### POKEMANIA

I bet the question on everybody's lips is 'Will Pokemania ever cease getting better and better every month?'. Well if that Isn't the question on your lips it ruddy well should be! Graham

'TURBAN Mason has come up with a wobbly scrolling message this month, as well as his ultragroovy multiface screen. Here are the goods...

Sonic Boom - Infinite lives Hopping Mad - Infinite balls American Turbo King - Intinite

F16 Fighting Falcon - Lots of ammo and planes Spherical - Invincible

### DAN DARE III

Cor! A map and solution to the store stage of that hot new game, Dan Dare III. Good old Terry Hill from Newhaven has been busy at his Speccy to bring you this lot. Store Stage

When you begin, shoot all of the nastles using the rapid fire gun. Then go straight across to the big Mekon and hover just inside the entrance about half way up: he now has a big problem shooting you. To kill him, use the rapid fire

or power shooter.

Access the stores terminal and buy 99 bouncing bombs, three nukes and any extra lives you may need.

Don't top up the ammo because there's a new plasma rille in the transporter room.

Use the bounding bombs and the plasma rifle to clear the room. Teleponing: When you first start, only use teleports when Dan's energy is high. Try to follow earlier, smaller squares rather than attempting to keep Dan in larger squares. You should arrive guicker.





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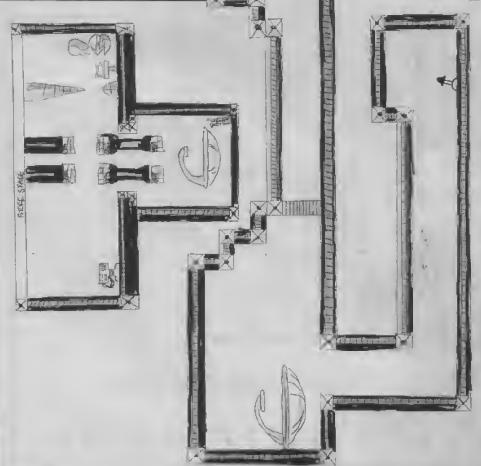
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I'm off to do a bit of moonlighting at the local newsagent to pay for my car repairs (back to the paper round!), so I can't do a very long outro this month. All that needs to be said is that Wayne Smith of Tidworth has won the £40 software prize for all those strategy POKEs. Well done to you. Keep sending in all your tips, maps, solutions and cheques for large sums of money (worth a try!) to...NEWSFIELD, NICK 'METRO MUNCHER' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.

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ong, jong ago mankled lived in fear. Paranola ruled them by day end herritle nightmarks made sleep o dread by night. The sause was a three headed creature sailed Morgul with tantastic evil megical power who lived hidden away in its kingdom from where it intilfrated man's mind. As humanity cowered, a brave hero called Dovolon did baltia with the beast and

benished it to another dimension. For many years manking stept soundly. But now the nightnesses have returned with a tercolty that bankhes everyone to their homes lest evil strike them. Morgul is attacting them even from the other dimension.

Only one man has the courage to stand up to his fears and attempt to once again banish Mergul from the lives of mortals:

Turnism, skilled soldier of fortune, athletic and heavity ermoured

Turrican is set over five different worlds and 13 levels. Fight through creature-intested lendscapes using your athiette skills and arseral of weaponry—standard pulse-rifle, lightning beam, granades, mines and energy lines. The last three are limited, se atocks must be regularly replenished and weapon power-ups collected.

Collision with the woird derizens of Morgul's realm lose you vitel energy. Make use of the gyroscope mode (three times per life) and jurn into an impervious and destructive ball Extra weaponry can be collected as well as diamonds, 300 of which provide an extra life. Trust Probe to come up with the geods, the apriles are calourtel, nicely drawn

NICK Wow, It's long time since I've seen this much oldersive weeponry in a game! Turrican is pure blast-'em-up action all the way with a wonderfully detailed main sprile blasting the living daylights out of the enemy hordes. My personal fevourite is the Allen world which is obviously inspired by the Giger-esque monstars from the abting Seett moute. The hacklings are as colourful and Aldley Scott movie. The backdrops are as colourful and reried as the character sprites. Turrican is a no holds beried hoot-'am-up that no joystick mangling ian should miss.





and animated. Turnean himself looks wall hard e range of waspenry to make Rambo jealous. Creatures and backgrounds are varied—there's nothing I hate more in a game than the same sprite being med over againt End of towal monsters and Margul himself are great. All in all Probe and Reinbow kris have produced eas if he best Specy games seen this year. Just well for the sequel Apprentice.

MARK 95%

**MARK 95%** 

Harricana strongth arcaia blast-'em-up of the year ovenateed to pive you sightment!

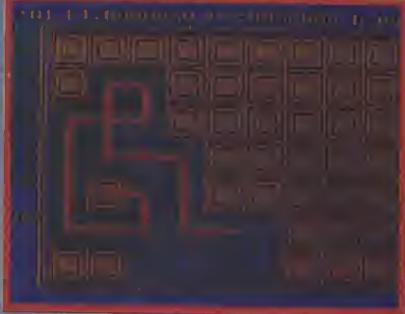
ADDICTIVITY	92%	Z
PLAYABILITY	105	
BOUND	MA	
ОЛАРНІСВ	80%	5
PRESENTATION	805	20



Empire E £9.99/£14.99 E

plumber's to! — In litis game — Is not a happy one. Pipe Mania sees you in the guise of an unfortuncte plumber who must construct a continuous pipeline on the glaying grid through which the everllowing green Floor is channeled. To the side of the grid you're provided with a sterling point and a dispenser loaded with differing pieces of pipe. The idea is to sel down a presel number of piping before the Figozreaches you. You only have a head start of a tew seconds, so building is a matter of some urgency!

Pipe Mania has three different playing modes: basic one player, expert one player and it a friend is to



hand competitive two player. The training mode for all three options is the best to start with as the Floor flows much slower. If you set a piece of pipe down that won't fit you can always 'bomb' it, though it takes time to raplace and you lose 50 points: If you find the next place in the dispansar

doesn't til, the best lifting to do to set if in a different place and try to head the Figor flow towards II. Forward thinking counts for a

iot in this game.

To end the level fit the set amount of piping together and watch the Flooz go. simple as that — but on later levels things become more

hectic. One way sections pop up (the Floor con only head in the direction of the arrows), and sections appear into which you must guide the finished pipeline. indestructible obstacles

indestrictible obstacles force you to go cound them. If you get a long way end die, a helpful password system allows you to get back Into the action.

And Pipe Manta is cartainly action all the way: emailing how a simple idea can create a mega-playable geme (as in Kiex Ioo). The graphics are very simple, but graphics are very simple, but as there aren't any beety character sprites charging round the screen this doesn't. really matter. The sound livens up the game no end with a great lune and stocks of sound effects. Whether plumbing strategy is your scens or not, Pipe Mania will gol your odrenalin Flooz Howing!

NICK Pipe Mania is wickedly addictive, unce you start one of those games that is really simple, but still catches you Pipe Mania is wickedly addictive. Once you start out. Just make a pipeline as long as you can, using the pieces of pipe given to you in readom order. The trick is to plan shead, knowing exactly where you want to stick a lour way mega pipe with triple bend. The graphics are very simple, nothing to shout about at all, but the sound is more exciting with a groovy tune and plenty of spot effects. Sheer playability will keep you busy for a long long time.

A manic puzzie game -It's the fun way to drive yourself round the bend?

PRESENTATION	82%	-
GRAPHICS	70%	
GOUND	82%	
PLAYABILITY	90%	
LDOICTIVITY	P2%	Z
		-

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Tengen/Domark

1 09.99/014.99 m

coording to Domark Kiar is a collection of Three same-coloured varifically, burizonielly or diagonally. The alm of this game is simple; crosto the set number of Klexs on each level to move onto the next. Belore the fun begins the player is given the choice to start on either the level one with three drops and no

bonus, lavet six with four drops and 100000 points bonus or level eleven with five drops and 200000 point bonus. You're then whisked to the play screen, a long vertical stratch of play area and five 'bins'. You control a lipper and must catch the differently coloured tiles as they rolf towards you. Up to five files can be held

on the Hipper of one time, though the idea is to sling them into the bins as fast as



NICK Connect Four taken Into the 90st Klaz Ia simply addictive with lightning reflexes a must as play gets faster and faster, and wrong decisions become disastrous. An emazing amount of colour is used, with three different borders and only a liny bit of clash when the really well animated tiles roll towards you.

What makes Klax so addictive is the sheer simplicity of it. You get so frustrated when the computer decides to send down every colour but the one you went to complete your super cross which will get you millions of points, you just have to have enother go!

them into the bird or 1851 as possible. Bul watch it: uniasa you creata Kiaxa the bins till very quickly and the game ends; drop more than your allowed number of lites, and it's over too. If you think the lirst couple of screens ere easy, just walt until the titles increase in speed and number and the amount of Klaza needed to continua rockets up. Pante allustions are all loo common, and a cool head is needed: 'Ihrow' the tiles back up the screen for a few seconds if a breathing spece la needed.

il takes a lot of practice to avoid quick fermination, but this doesn't dutract from the sheer playability — Indeed II edds to tong term addictivity. Il you're into puzzle/arcada games (and even if you're not) you'll kick yoursell if you don't take a look at this atest Domark raisess.

A cracking coin-op conversion to tease and trustrate: just get thai streight-jacks ready

RESENTATION	89%	-10
RAPHICS	86%	5
OUND	70%	5
LAYABILITY	90%	
DOIGHIVITY	P1%	Z
VERALL	92%	9



Activision ■ 66.63 ■

nother obscure Sega coin-op licence joins the growing rank produced by Activision over the past faw months. Be the brave pilot chosen to fly the most applisticated piece of firepower. Each level enda with a mechanical monstresity to destroy: a topof-screen meter gives the amount of shots needed to destroy it. That achieved, you're presented with your hit rate and bonus points and moved to the next ballteground .- Sonic Boom

Yes it's one of my favourite game styles, a shoot-'em-up, and of course totally unoriginal. If plays exactly like Step Fight and Scrambia Spirits: fly around the screen shooting everything coming towards yes, collect the occasional power up icon to add exira super weapons or extra lives - you know the kind of thing.

Small, neal sprites and highly detailed backgrounds all in the same monochrome colour plus OK sound with the usual 'boom' effects and a tune on the title screen all add up to a

predictable production line clone.

aeronautical technology ever created (the Senic Boom) Into enemy territory: six vertically scrolling levels bursting with deadly weaponry. And why? The usual domineering tenetic proup have taken over all the military bases of the world. Wow

Waves of alreralt rocket down the acreen at you, ground-based gun lurrets end SAM siles blast away weave to evoid them while lrying to hit them with your rather ineffective weeponry. Thank god, some destroyed plane formations drop parachutea: rad ones bestow spirit jets (a bil like the outriders from Seremble Spirity, whilst yellow ones supposedly increase

— more sonic whimper —is a multi-load cassette that makes you wait for good mono graphics, cleanly visible sprites but only avarage aboot-'em-up action not geared to set the world alight.

MARIK 55%

An average shoot-tem-up inly for insattable anddicts of the genre.

PRESENTATION	60%	70
GRAPHICS	67%	Б
BOUND	62%6	
PLAYABILITY	59% 6	
ADDICTIVITY	57%4	Z
OVERALL	58%	9







Simply brilliant. That's the only way to describe Simply brilliant. That's the only way to describe Astro Marine Corps. I haven't enjoyed playing a game so much for ages. There is just so much going on, you wouldn't lhink you were playing on a Speatrum. AMC comes in two paris, each as mind blowingly playable as the fast. The graphics in both are out of this world. Large, animaled sprites till every corner of the game, packed full of celour without any clash at all - a masterplace of programming skill. Amazing, but there's more: full colour, animaled

backgrounds, codies of sound effects and a lee tapping tune. Collecting the capsules that drop from the sky as you run along can have a variety of results. Some give you super weapons that kill everything in sight, but others release even worse nastles to nibble at your feelf AMC is one game that i will be playing for some time. Go on, be a devil and bey a copy - you wan't be disappointed.

Dynamic ■ £9,95/£14,95 ■

aving entered into orbit round the planet Dandar you are woken from hypersleep. You are a member of the AMC (Astro Marine Corps, armed with a heavy duty essault rifle, and are about to be dropped onto the planet to fight the diabolical Deathbringers.

The Deathbringers are a gang of Interplanetary pirates who wreak haved wherever they land. The gama splits into two sections. The first has you yomping up hill and down dale in search of the Deathbringers' ship end is played in a left to right horizontally scroll with plenty of deathbringing creatures alter your hide. An Astro Marine support ship will occasionally drop supply cannisters to you, containing grenades, energy, shields

and extra lives.
Once the end of level creature called Krauer is overcome, and you've galned secret access to the pirate ship, il's onto load two which takes you to the Deathbringers' planet. Your tree passage to their hideout is not popular, and bloody battle ensues. This time your jarget is the Great Allen King, a huge pseudo-robot who breathes lire, end lough lo kiii.

The most impressive part of AMC is the scrolling: multi directional movement is Incorporated, giving a great feel of reality. It's a pity the colouriul, but spledgy sprites aren'l in the same league. The game is guile playable, the challenge is lough, but not trustretingly so. I just wish that as much attention had been payed to the looks as to the technical wixardry. **MARK 71%** 

A tochnically top noich bexim s ittlw qu-ma'-fasid

1000	MOII.	
PRESENTATION	82%	- 1
GRAPHICS	80%	-
SOUND	84%	
PLAYABILITY	81%	
ADDICTIVITY	78%	2
OVERALL	82%	S

93%



US Gold/Tiertex ■ £9.99/£14.99 ■

hina, 184 AD: an unhappy time. A blood toud between the Han Cian and the Kal Clan has escalated into all-out war. The Hans are the good guys, but there are only four of their warriors left - and

trom there on boradom is ust around the corner. The thing that strikes you first is the lack of colour - all praphics are monochromatic. The result is that the animated sprites are disastrously lost in the backdrops. Maybe Tierlex should be recommended to the army, they'd do a great job camouliaging vehicles!

CK Dynasty Wars is one of those games that suffers from excellent presentation but hes little playability. There are some really wall drawn screens of the heroes you control, and great graphics in between the levels. The actual game apriles and backgrounds are another matter shough: they're small, undetailed and all in eyen monachrame - yukk)

You have to strain your eyes to see what is going on, but you might as well not bother because it looks more like a circus eci then a werl The horse you ride moves the same speed backwards as it does forwards, and when you try to shoot al someone the arrows or bullets go straight through them! A dire implementation of a coin-op shoot-'em-up variant.

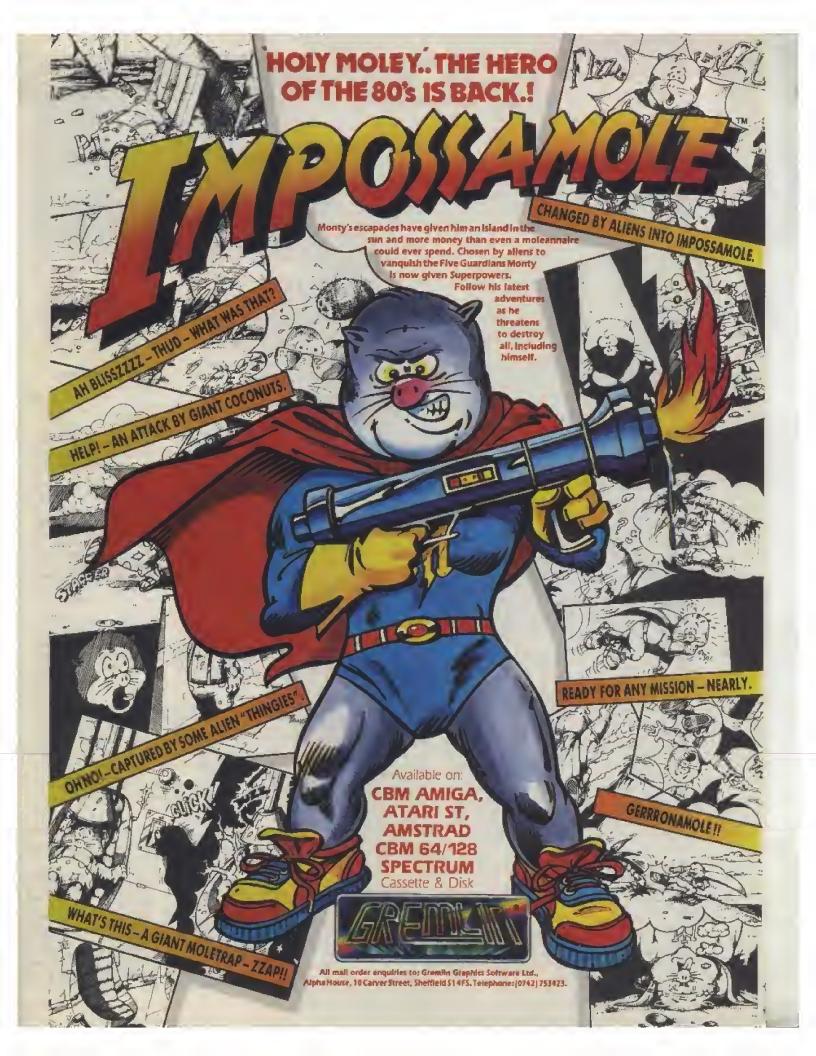
you're one of them! Choose which of the four you play, each with equally slily names: Shang Fel, Lui Bel, Kuan Yu and Shao Yun. Now mount your trusty steed and lay into the Kal hordes with your *R-Type* inspired weepon le the longer the button is held the stronger the blow). Six horizontally scrolling levels of enemy troops armed with lances, swords and bows awall you, all punctuated by end-of-level Kal Generals to defeat.

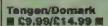
Dynasty Wars kicks off with a promising start: a good intro tune and statte portraits of the heroes. But The scrolling judden along and just adds to the 'why bother' leeling that emerges after thirty seconds play.

MARK 39%

A trustratingly unplayable ersolbem s to noteravnes arcada machine.

PRESENTATION	80%	-77
GRAPHICS	58%	5
SOUND	71%	
PLAYABILITY	43%	
ADDICTIVITY	40%	Z
OVERALL	44%	O





arly in the 21st century the game of Gridiros Football took a violent turn for tha better/worse (whichever you pro mode with the San Francisco Hilman, Chicago Killers, Miami Terminators and Dalias Destroyars.

If you watch Gridleon Football on Channal 4 on Sunday eventage you'll know what happens (this game is hol , and finally critical. The only way to stop if axploding is to carry it over the de-luse lina. If you make it to the and or loss the ball yes po on the delensive, similar to offensive play with a list of options appearing.



prefer). Injured players had body parts replaced with bionics. With some players ending up with over 50% of their bodies replaced, the lis eved of qu baggon sebi maial players! By 2022 huge robots over 20ft fell have replaced human players. It is into this futuristic battleground that you are

First pick a learn. In practica mode choose batween the Los Angeles Assassins or the New York Enforcers. Then move into

very similar). Each laam takes it in turns to carry the ball up to their opponents' and zone to score touchdowns. The pame starts with you being on the offensive. Choose from the menu of running plays, passing plays or option plays and one of four formations.

Time to play! An Incentive to fast play untigaining that extra yardaga to provided by the ball: 350 pounds of steel full of high explosive! This ball starts cool, but as play progresses bacomas warm,

Definitely not my cup of lea this: I couldn't stand NECK playing it for more than ten minutes. It takes absolutely ages to load, alright if you're in for a real stunner, but not if you're greeted by naif futuristic American Football. Nothing against American Football, but I object when it's played at this speed: It's unbellevably slow. The robot players crawl about the screen in a generally aanoying way and aren't even very well drawn. Graphics are mostly very poor, and in black and white too. Sound is equally bad with average lunes and the odd effect, including something I think was meant to be a crowd cheering.

So go out there and cause aome aggro! But hang on , this game is great in the arcadas, but what's happened to It?. The small slick like robots judder round the pitch more like geriatric domics than big butch machines. The title lune may be creditable, but from there on in it's all downhill! Programming on this obviously never made the and-zone.

MARK 38%

Gaziatric robots in an arcade conversion balla-up with on bail

PRESENTATION	57%	70
GRAPHICS	45%	Б
SOUND	65%	
PLAYABELITY	50%	=
ADDICTIVITY	41%	Z
OVERALL	41%	O



Activision/Software Studios E9.99

aukikaga (biass you) is a typical Kinja warrior, ermad with razor sharp Katana sword, Shuriken throwing stars, dynamite and swirly blades on a chain. With these he sets out to destroy an evil Warlock and his henchmen. Tak (as he is known to all those who run out of breath trying to pronounce his name) is no ordinary Ninja: he's the spirit of a white wolf who's taken on human shape.

Tek aterts his monumental six-level trak in a ruined lempla and faces hordes of Minjos, woives, old gits with swirly blades on a chain. With these he sets out to dastroy an evil Warlock and hia henchman. Tsk (sa ha is known to all those who run oul of breath trying to

Some of the destroyed angmies leave behind crystals which powar up your weapons: an anargy shiald for your sword, multiple Shuriken and dynamite, a larger swirty blade and even a couple of Ninja Spirits to keep you company can ba collected.

Aaagh, pass me the sun shades! This romp auffors from some of the worst screen clutteritis ever seen. Both character and background aprilaa ars mono, which doesn't halp character identification. Add to that the amount of things on screen al once and you very often die without noticing!

Ninja Spirit la an obscure coin-op gama that should have been left in the dingy corner of the arcade if was laken from.

**MARK 55%** 

One of those games which might be quite good if you could only see what the hell was going onone of the worst examples of screen slutter I've ever seen! Large(Ish) sprites jump about on a highly detailed yukky yellow monochrome oriental background. Evil killers appear all over the place and before you know it you're dead! Tadious.

Only for lane of strained eyes and headaches; there's a good game to here comawhere, finding it is the problem. 61%

pronounce his name) is no ordinary Ninja: ha's the spirit of a white wolf who's taken en human ahepa.

Tak starts his monumental six-level trek in a reined lample and faces hordes of Minjes, wolves, old gits with slicks and a myriad end of level bad guys in haunled lorests, swamps and vartically scrolling cliff facaa. Choosa between the four weapons and lat rip.

As supplied to be an
An average coin-op
conversion hiding ibehind a
deadly dose of storean-
maneri mas al sistem.
adoubles.
clutier.

THE PERSON NAMED IN COLUMN 1				
PRESENTATION	671%	3		
GRAPHICS	52t%	5		
SOUND	600%	4		
PLAYABILITY	511%			
ADDICTIVITY	541%	Z		
OVERALL	58%	O		



its short life cycle it can multiply at an alarming rate, flowering in every month of the year.

GRAB

groundsel suffers from a rust disease. This is called puccinia lagenophorae and its symptoms are small brown pustules on the lagent

THE NEW

secondary infections by systematically treating rusted groundsel with another fungus isolated from soil, called botrytis cinerea. The results

> problems in mod-The most obviultimate fate lowed in the rse was ex-

> > B e of CO'ets.

ant power n telescope

BEALLER

The realisation BUT... telescope in space one of the beginnings and foretell an end says Nicholas

EXT WEEK Nasa launches perhaps the most sophisticated instrument ever sent into space. The Hubble Space Telescope — named after an American pioneer of cosmology — promises to revolutionise astronomy and our perception of the universe. High above the distorting Influence of our atmosphere, Hubble's 94-inch eye will have the clearest picture of the universe we have had.

In purely numerical terms, the telescope will increase the volume of the known universe by a factor of 100. Astronomers are expecting a corresponding quantum leap in their understanding.

The idea for a telescope in space was first mooted in the 1920s. Our view of the universe from Earth's surface is hampered by the atmosphere: it acts as a blanket which filters out the full range of radiation emitted by objects in space. Only certain wavelengths, specifically, visable light, part of the infra-red and some radio frequencies, can set through.

quencies, can get through.

"In a sense all the images we have had up until now are 'dirty' ones," says Professor Malcolm Longair, director of Edinburgh's Royal Observatory. "Atmospheric turbulence also causes problems. Even gravity leads to distortions of telescope optics."

During the early years of the Space Age, unexplored regions of the spectrum were eagerly investigated with satellites. Optical astronomers — having the advantage of being able to do research from the ground — decided that if they were going to have a telescope it should be a biggie, a 3-metre mirror operated by astronauts. Throughout the 1970s, Nasa lobbied hard for this "Large Space Telescope", using all it had at its command,

tion," adds Peter Jakobsen.

45p

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies.

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anything about." The same philosophy is echoed by the project's decade, adding a bill of \$7 million per month while it was kept in storage. During congressional hearings to secure additional funds, administrator James Beggs tried to impress the political keepers of the purse by claiming the Hubble telescope was the eighth wonder of the world. "It ought to be at that price," a Congressman was heard to retort.

Such delays and spiralling costs led to criticisms that it is an idea behind its time. The wasn't." The Faint Object Camera will be used to assess the mass distribution in galaxies, so that theorists can try to pinpoint where this mass might be. "We'll have a far harder look at the Mijky Way, so we may find out what causes star formation," adds Peter Jakobsen,

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anyphoton-counting techniques eveloped by Alec Boksenberg, now director of the Royal Greenwich Observatory. The FOC extends Hubble's vision well into the ultraviolet, ration which is normally absorbed by astmospheric oxygen and ozone.

STARRING DAN DARE

"Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcom Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of known objects, scientists will have a clearer picture of their temperature, physical and chemical properties.

chemical properties.
Hubble's technological superiority is a constant refrain in Nasa's publicity effort, the ultimate expression of hyperbolic gee-whizzery. Its main reflecting mirror is so optically perfect that if it were scaled up to the size of Australia its mirror would have deformations no larger than an ant. Its pointing ability is equivalent to throw-scope. "They're the sort you'll find in any Earth-based observatory," says Malcolm Longair, "You might call them an astronomer's tool box."

The European Space Agency provided the "Faint Object Camera" (FOC) which uses photon-counting techniques developed by Alec Boksenberg, NEW Cent

the large s have built the large s have built the para have built any which in the month of the year by any they unfurl alt have been a logical mire open to the project office as a logical mire open to the blinds, will be replaced every five years by astronauts or replenishment flight.

Hubble was alway are and a long-term preered a long-term preered a long-term preered a long-term preered a long-term previolet radiation is ensured hotter objects." says Maie
Longair. "There's an James and learn about the verse at ultraviolet wavelengths." indeed, astronomoral class this part of the spectrum as the "FM band" because of the detailed information the

radiation carries about objects. The strongest spectral lines of the most common elements in the universe, are chemical fingerprints characteristic of each element's unique way of ESA's Hubble co-ordinator.

Europe has a 15 per cent stake in the project so that British astronomers are extensively involved in the project. Another UK connection concerns the all-important power supply for the 11-ton telescope. British Aerospace have built the large solar arrays which

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# BLOODWYCH

Imageworks

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long time in the planning, Bungeon Mester inspired Bloodwych linally appears on the Spectrum. One of the oldest legends of Trazera is the stary of the Bloodwych, a secret order of psychic mages. For meny eeens they ruled over the city of Trethadwyl, meling oul punishment and reward to the citizens and communing with the etemants on their behelf.

One day Zendick, second in power only to their leader Grand Dragon, decided to renounce the Bloodwych and

practice black magic: he banished ell his Bloodwych brothers to an astral plane. Now sole master of Trethadwyl he transformed the city. Dark and evil creatures of the night appeared and five lowers were built to house energy sucking crystals which Zendick used to kill the land **But the Immortal Bloodwych** mages weren't finished yet. The spirits of two were sent to find sixteen worthy warriors to destroy the ovil power. You (and a friend) play one of the spirits controlling the warriors who must recruit reinforcements and then collect four crystals from as many lowers, lake them to the lifth tower and

NICK Bloodwych is a real challenge. You can spend hours exploring the game and interacting with the characters you come across — the trouble is that most of them only want to kill you! The control method is a little confusing at first, you do it all by moving a pointer around the screen and selecting the options to move, go into an inventory, light, etc. This takes time and while you are moving the pointer the other character can be stabbling you! Moving around the game is awkward too but you soon get used to it.—The way all the options are fall out on-screen is bad on the eyes, all tightly packed together and in different colours, so playing for fong periods results in a bed headache. It's worth it though: I had great fun roaming around, linding keys and opening all the doors. Bloodwych has a lot of dopth and is worth spending some time with.

destroy Zendick.

From the character selection screen choose a team of four from 16 warriors. Four psyche types indicated by a different cerd sult are on offer. Spades (lighters), Clubs (mages), Hearts (adventurers) and Diamonds (assassins).

Movement as all other functions is controlled by icons, but only the elected leader (with a box round his character (con) can cell the shots. Zendick's creatures wander the maze of corriders that make up the towers. Energy is lost if your characters are hit by them, but weapons either carried or picked up in the maze can ba utilised. Exploration is really the aim of this game, and interacting with characters met. Though slightly tedlous tromping larough miles of samey looking corridors, this should provide good entertainment for those interested in RPGs. The icon layout is a bil difficult to control, with full mastery needing a tol of oraclice

MARK 72%

An absorbing sollect/slash-'em-up that will keep mappers happy for a long

while.			
PRESENTATION	78%	30	
GRAPHICS	80%	5	
SOUND	72%		
PLAYABILITY	79%		
ADDICTIVITY	81%	Z	
OVERALL	75%	S	

# FIGHTER BOMBER



Activision

tlight sim about lighter bombers this, with much touted 3-D graphics. You're a pilot after the coveled Curlis LeMay Bombing Trophy and can choose from the McDonnell Douglas F-4E Phantom, the Panavia Ternado (DS, the Saab AJ37 Viggan and the

3-D representations at the start are nice, but multi-load strikes you down very quickly. The shaded 3-D landscape graphics are pretty impressive too. As with many sims a lot of practice is needed, specially to complete the later missions. A reasonable flight simulation for allcionados.

MARK 75%

NICK At first, Fighter Bomber seems quite promising. The plane selection section has some really good tult-colour alteraft pictures and a 3-D option shows your plane spinning around in the eir. Then you discover multi-load (arighti). You stop and start the laps so often belore start of play, you wonder it it's worth it. Once in you got a cockpit view, tooking down onto e shaded landscape. Small lines amongst all the shading ere supposed to represent roads and rivers - I can't quite see it myself. The thing worth sooking at its the alteralt you're flying: you can jump out of the cockpit (not literally) and try about the plane impressing yourself with the 3-D effect — It's quite good, to be honest. The actual missions you have to perform get so lost in the hype over the glorious 3-D that you haven't got a clue what you're supposed to be doing when you start. Graphically, Fighter Bomber will pleese all flight simulation lans, but the game hasn't had any lesting effect on me.

70%

MIG-27 Flogger: each plane has its advantages and disadvantages.

Several 'missions' must be flown: Covert, Tactical, Stratogic and Offensive. Within these missions are four 'operations' to complete to win the cup: Operations Sleeper, Spearchucker, Big Bird and Molestrengier. For realism a range of 'enemy' craft by to stop you from completing the course.

A graphically pretty and compatent 3-D flight sim for the technically minded.

PRESENTATION	8154	-11
GRAPHICS	84%	
SOUND	587%	
PLAYABILITY	60%	
ADDICTIVITY	63%	Z
OVERALL	73%	9



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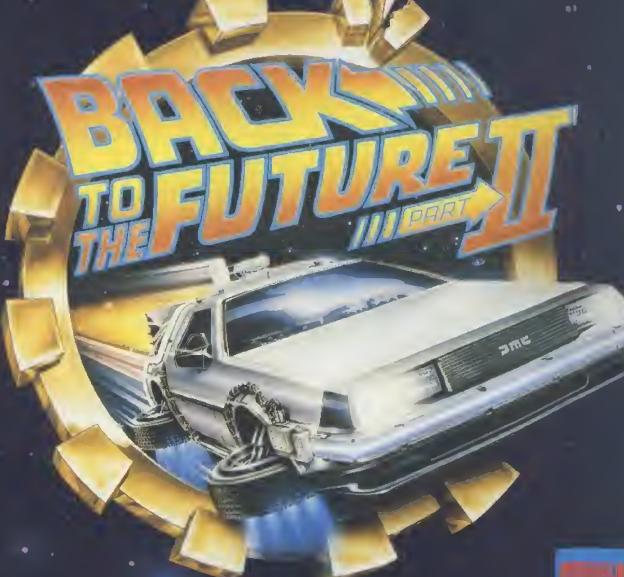
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